AGB-ANCE-USA

# 安高德里



INSTRUCTION BOOKLET WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

#### IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

#### **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

#### **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

#### To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- · Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



#### **EVERYONE**

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

#### CONTENTS

#### LOADING

- 1. Make sure the **POWER** switch is **OFF**.
- 2. Insert the **ZOOCUBE™** Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- 3. Turn the POWER switch ON.

NOTE: The ZooCube Game Pak is for Game Boy® Advance only.



**ZOOCUBE** is for up to 2 players. In order to play with 2 players, each player must have a **ZOOCUBE** Game Pak. Connect two Game Boy Advance systems using the Game Boy® Advance Game Link® cable (sold separately).

#### THEME AND INTRODUCTION

A planet in chaos. A dark genius gone mad. And you, our brightest hope....

It was many years ago that Dr. Buc Ooze first came to the world's attention. His controversial research into animal shaping had gone too far, locking creatures into unnatural three-dimensional forms. However, Ooze grew careless and the animals he discarded from his hideous scheme drew attention to his evil plot. Threatened with the extinction of many species, a plan was forged to save the altered animals and stop Ooze.

So, work began to create the **ZOOCUBE** - a machine specifically designed to reverse Ooze's process by using pairs of animals to neutralize the shaping effects. But Ooze was captured quickly and the program was put on hold after construction of a few ZOOCUBES and their carrier ship, the Ark, was completed.

It has been thirteen years to the day since Ooze's capture; once more we're receiving reports of animals locked into unnatural shapes. It can mean only one thing: Dr. Buc Ooze has escaped and begun his experiments anew!

These are perilous times. As one of our best pilots, you have been selected to take the Ark out on its maiden mission. Familiarize yourself with the **ZOOCUBE** using the training module and then save as many animals as possible. Remember that a **ZOOCUBE** can be rotated to store animals on all six sides but will overload if you stack more than five animals on any one side. Place pairs of animals together to neutralize Ooze's shaping fields. Freed animals will be transported back to the Ark for later rehabilitation.

Good luck with your mission - the future of the natural world is relying on you.

At the title screen, press **START** to advance to the main menu. If you are playing an international edition, you will first be asked to select your language.

#### **MENU NAVIGATION**

A Button	Select/Advance
<b>B</b> Button	Cancel/Previous
START	Advance/Pause (during game)

#### MAIN MENU

1 Player

Play alone in any of three modes.

2 Player Co-Op

Join with a friend to help you beat the game.

2 Player Vs

Play against a friend to see who's the best!

Instructions

Learn or review the basic rules and features.

#### **OPTIONS**

Sound

Choose to play with just sound effects (SFX), just the background music (BGM), both (ALL), or neither (OFF).

Control

View or choose the four control configurations.

**Speed** Speed d to do wit

Speed determines how quickly the shapes move and has a lot to do with the difficulty of the game. For example, MILK FLOAT is quite slow, and the easiest to beat. WARP SPEED is very fast and hard to master. The default setting here is NORMAL.



Heads Up Display (HUD) There are three display options:

Option 1: See the next three shapes displayed on the left of the screen, together with the direction they will be coming in.

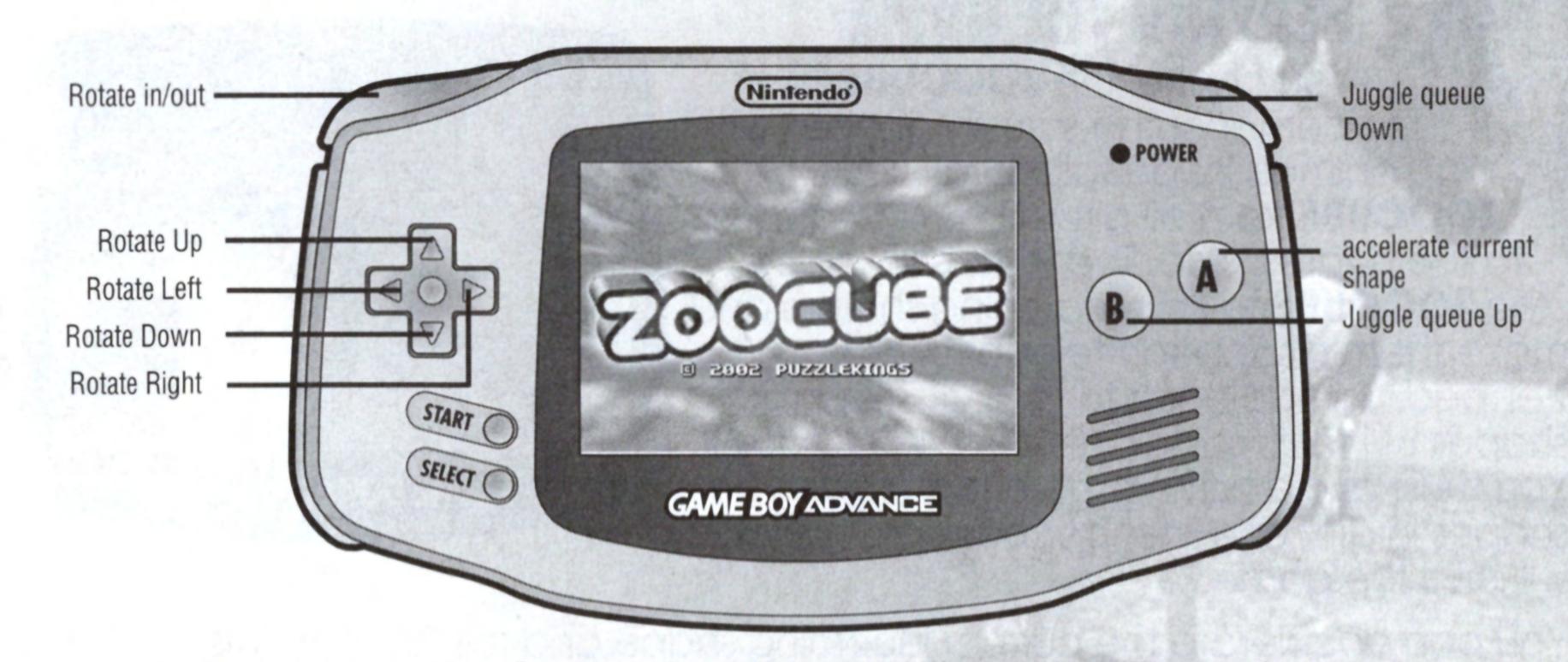
Option 2: Arriving shapes are shown in miniature in the corner of the screen from which they will appear.

No HUD: Turn off the heads up display.

High Scores View high scores.

# BASICS CONTROLS

There are four control sets. The default control configuration is 1, and is used throughout this booklet. You can change control sets by selecting Control from Options on the Main Menu.



Press a direction on the Control Pad to orient the cube. The cube moves freely in a three dimensional axis.

L Button +

Rotate In

L Button +

Rotate Down

L+R Button

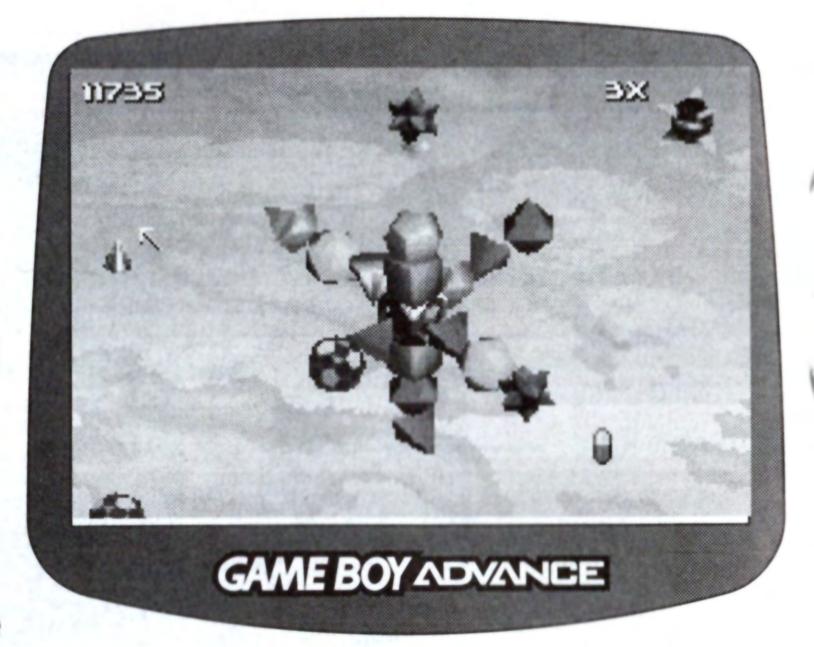
Use Smart Bomb

Level unlocking strategy:

glowing red - not selectable, glowing green - selectable

PLAYING THE GAME

You control the **ZOOCUBE** at the center of the screen. Shapes with the animals inside fall toward the **ZOOCUBE** from all directions and attach to the nearest side. The idea is to rotate the **ZOOCUBE** to pair matching shapes and make them disappear, teleporting the trapped animals back to the Ark. Dissimilar shapes will form a line outside the **ZOOCUBE**. You must avoid having more than five shapes in any one line, because a 6th shape will end the game.



You can accelerate the current incoming shape and this locks its axis, allowing you to move on to the next incoming shape. Accelerating a shape is the key to progressing in the game; it also exposes a goodie that can

be collected to help you during your mission.

In addition to rotating the **ZOOCUBE**, you can juggle the lines up or down to pair matching shapes. Also, there are three Smart Bombs which you can use to make up to six shapes disappear at one time - use them wisely!

#### **BASIC SCORING**

You earn points for matching shapes. The closer they are to the **ZOOCUBE**, the more points you get: 25, 20, 15, 10 and 5 for the final position. These points are doubled when you accelerate the incoming shape towards the cube by pressing the **A Button**.

# SHAPES, BOMBS, POWER UPS AND GOODIES SHAPES

Within each animal shape is a goodie that can be collected when another animal shape strikes it. There are 3 different types of goodies:

- A points goodie that you can collect for points.
- A cue which can lead to launching a bomb or power up.
- A mutator which can speed up, slow down or destroy the shape it collides with.

Additionally, in the Multiplayer vs. game mode, new goodies are available. If you collect them, you'll make the game harder for your opponent!

Shape	Goodie Inside		Multiplayer Goodie (where different)	
4	Points - Green coin	0	Cue – send blocker to your opponent	ᅇ
-	Points - Orange slice			
•	Points - Ice cream	9	Cue – slow down your opponent	44
0	Points - Jelly bean1	9		
督	Points - Humbug	1001	Cue – increase the number of axes that the shapes arrive from	j.
	Points - Jelly bean2	0		
4	Points - Pill	i i	Cue – speed up your opponent	₽₽
	Points - Yellow coin	0		
4	Cue – for Green bomb	4.		
4	Mutator – explode current shape	<u>A</u>	Cue – send an expander to your opponent	*
(3)	Cue – for Blue bomb	44		
	Mutator – make current shape go faster	4		+
1	Cue – for Red bomb	A		

Shape	Goodie Inside		Multiplayer Goodie (where different)	
8	Mutator – make current shape wait	4	Cue – increase number of concurrrent shapes for your opponent	90
	Cue – for Green Reverse bomb	A		
8	Cue – for Faster Gravity power up	A.S.		
0	Points – Yellow Lolly	- Ņ		
	Cue – for Blue Reverse bomb	Δ.		
	Cue – for Faster Rotate power up	8		
44	Cue – for Double Sided Bomb	2		
(0)	Mutator – make current shape go slower	4		
	Cue – for Red Reverse Bomb	A		
	Points – Blue Lolly	P		
No.	Cue – for Faster Gravity power up	<u>A</u>		

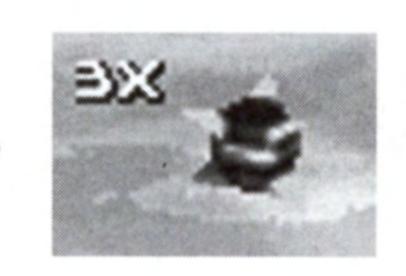
#### BOMBS

There are all 3 directional bombs to help you clear your line: forward, reverse or double sided. Forward bombs act downwards, while reverse bombs act upwards and so must be juggled to get underneath the stack before they detonate. After detonation any shapes above fall down.

Bomb	Description
Y	Green bomb - explodes next shape down
A.	Blue bomb - explodes next two shapes down
X	Red bomb - explodes next three shapes down
A	Reverse green bomb - explodes next shape up
A	Reverse blue bomb - explodes next two shapes up
A	Reverse red bomb - explodes next three shapes up
4	Double sided bomb - explodes one shape either side

#### **SMART BOMBS**

You start out with three Smart Bombs, which you can use to clear one level of shapes from all faces of the cube. Press the L + R Buttons simultaneously to use Smart Bombs.



#### **POWER UPS**

Power Ups have to be absorbed (juggled to 1st position, next to central cube), otherwise they explode after their preset time limit.

Gravity

Increases acceleration towards the cube.

44

**Fire** 

Fires bullets from all six sides of the cube.

C

**Rotate** 

Speeds up cube rotation.

#### SUPERSTAR GOODIES

These appear in a circle outside the cube whenever you clear all the shapes in any one level. Like the other goodies, these can be collected for bonus points when another animal shape strikes them. Each has different point values, so move the cube to get the highest score.

C	250 points
and and	500 points
ė	750 points
-	1,000 points
2	1,500 points
Ass.	2,000 points

#### **JUGGLING BALLS**

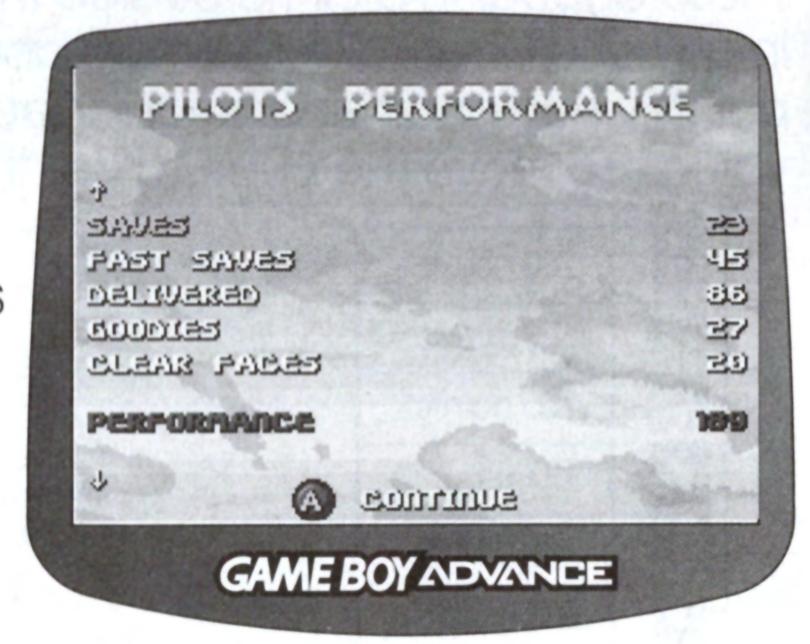
When you clear a single cube face, collect this juggling ball to get 100, 200, 300, 400, 500 or 600 points depending on the color. Collecting the complete set of six juggling balls results in a 5,000 point bonus.

#### **BALANCE BONUS**

Arranging the same number of shapes on each side of the cube results in a bonus of 1,000, 2,000, 3,000, 4,000 or 5,000 points.

#### **PERFORMANCE RATING**

At the end of a game level, a Results Screen appears showing your performance rating, which is independent of the score. A rating under 50 is poor, 100 is good, and if you get over 200, you are a true star.

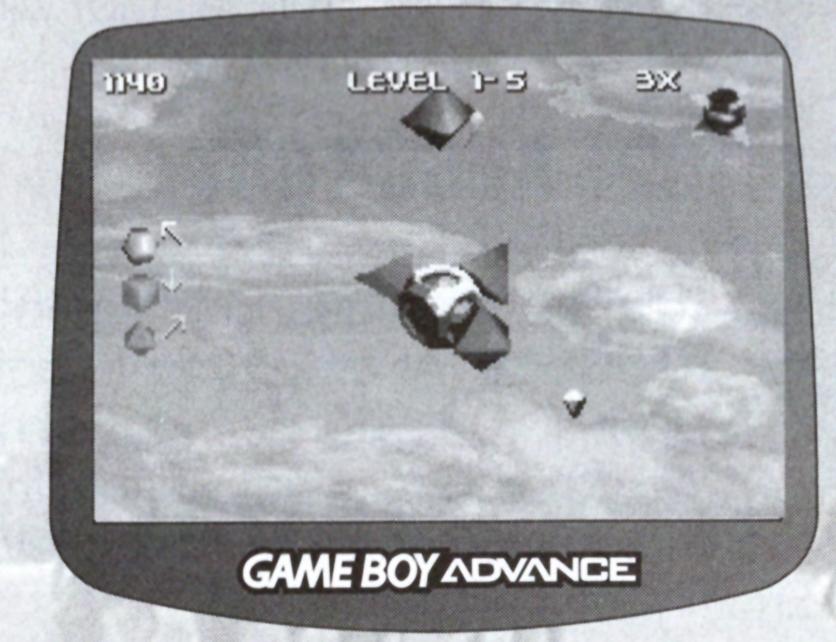


#### GAME MODES/TYPES

There are three game types. The basic rules for each work in much the same way whether you're in 1 Player, 2 Player Cooperative or 2 Player Vs. modes. Let's get to the basics in each.

# 1 PLAYER GAMES CLASSIC

Your objective is to use the **ZOOCUBE** to load up your Ark with pairs of animals and take them across one of the seven ocean levels.



#### **LEVELS**

You can pilot the **ZOOCUBE** across three different seas and four different oceans, which make up the levels in the game. In the beginning, there are just a few available seas to travel. Once you succeed in beating those levels, you will "unlock" further oceans. The levels get harder as you go on.

#### SECRET LEVELS

You can unlock secret Knockout Bonus Levels in Classic mode if you completely clear certain levels - this will allow you to gain many extra points. Knock Out and Knock Out Blind are secret game modes that will be unlocked by progressing far into the Classic mode.

#### **KNOCK OUT**

At the beginning of each level you start out with some shapes already "pre-arranged" as they have all at once come on to the **ZOOCUBE**. As usual, you've got to match them in pairs with the incoming shapes. If you clear 50% of the shapes, you will progress to the next level. An indicator to the right will turn from red to green when you have reached that threshold. Once you clear a level in Knock Out mode, it will be available in Knock Out Blind mode, too.

#### **KNOCK OUT BLIND**

This is just like Knock Out, except that the initial animal shapes have lost their color and turned grey from Dr. Buc Ooze's experiments. Now it's all about the shapes, and some of them are pretty similar! This one's not easy! When a shape in line matches an incoming shape, its color will turn on, so make sure you're

constantly rotating the **ZOOCUBE** to make your matches and beat the game. Again, provided you clear 50% of the shapes, you will progress to the next level.

#### PLAYING WITH FRIENDS

In order to play **ZOOCUBE** with friends, each must have a Game Boy® Advance with a **ZOOCUBE** Game Pak. You must also have a Game Link® cable (sold separately). Please see the instructions that come with your Game Link for details on connecting two Game Boy® Advance systems correctly.

#### 2 PLAYER CO-OP (CLASSIC, KNOCKOUT)

Get together with a friend and play until you collectively return all of the animals to the Ark. There are pieces that you must swap to your friend's cube and these are shown in gray. You can swap a gray piece by juggling it to position one (i.e., adjacent to the **ZOOCUBE**). Your friend has the same task, and note that each level will only start when BOTH players have finished the previous level (i.e., all the shapes have been delivered). Then watch the score tally up big.

#### 2 PLAYER VS (CLASSIC AND KNOCKOUT)

In a 2 player Vs mode game, each player battles against the computer-controlled action to see who can last the longest. Each player can collect goodies to attack and affect the other player (see the table in the previous section for more details).

#### A MESSAGE FROM THE AUTHOR

First of all, thank you for buying this game. It shows that you appreciate new ideas in video games and insist on games that are fun to play.

My primary goal when I started this project was to create an innovative video game that would prompt that rarest of reactions, "I've never seen this before!" Of course, innovation is not enough; an excellent video game should be entertaining, accessible to all, and leave the player with a feeling of total exhilaration.

The result? **ZOOCUBE** is a game that anybody can pick up and play within 30 seconds, yet it has enough depth that it will still be enjoyed for months and years to come. Perhaps most importantly, it has the excitement and intensity of the truly great arcade games of the past, elements lacking in

many of the games available nowadays. I hope you get as much enjoyment playing **ZOOCUBE** as I did in designing it.

I would like say a big thank you to: Alpana for supporting me when this just seemed like a crazy idea going nowhere, Edge for picking this game out as a winner, John for the stamina in finding a publisher, Vincent for the legal assistance, and Rod, Simon and Barry from Acclaim for providing me with this opportunity. I am extremely grateful to all of you.

Additionally I would like to thank the remaining staff at Acclaim including James, Howard, the test team and everyone else for getting behind the game and showing true professionalism and dedication.

Finally I would like to say a massive thanks to Francis for all the hard work on this version - you're a hero!

Thank you.

#### Nalin Sharma PuzzleKings

# NOTES

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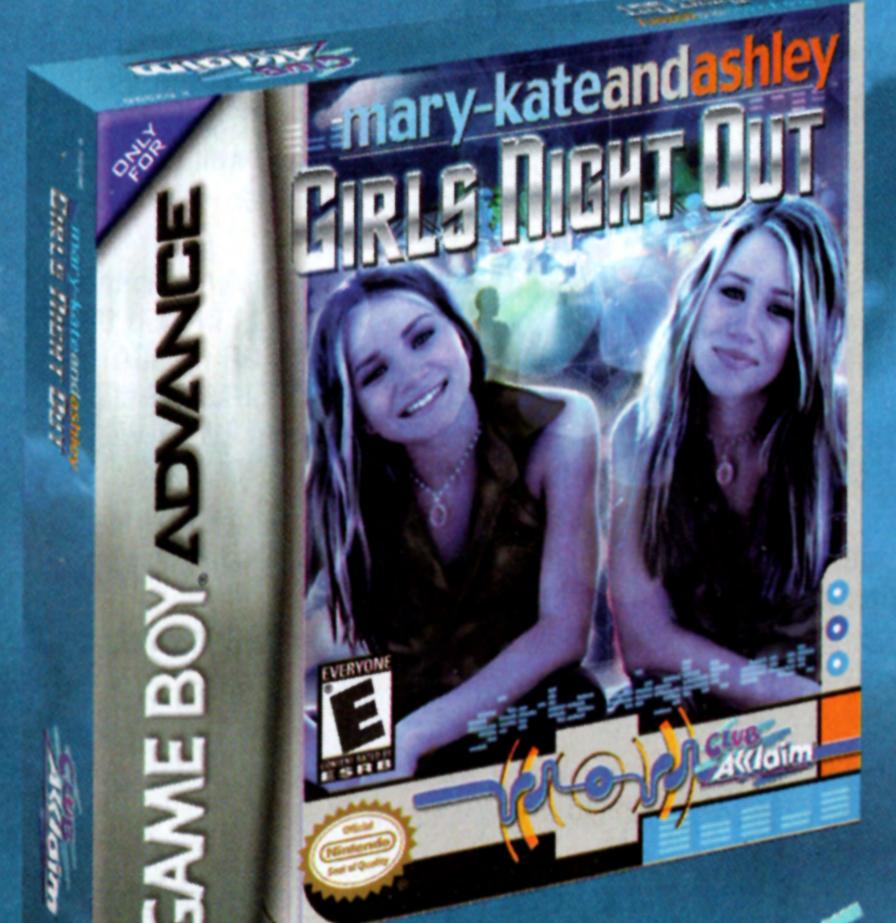
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